
LEGO® Rock Raiders Level Design.

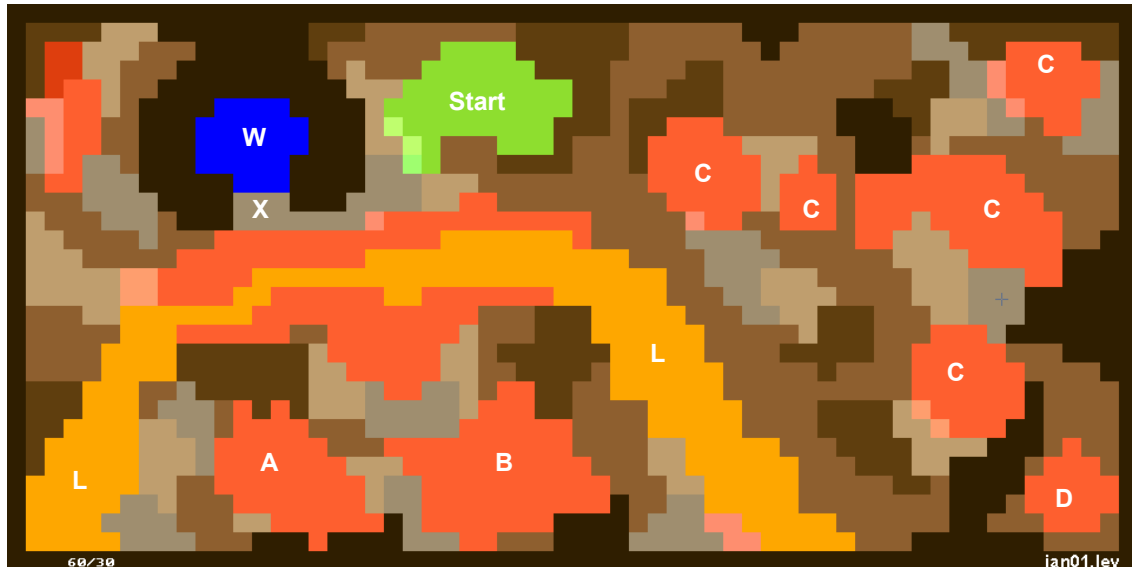
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'Bridge of fire'

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V1.0



Goal

1. Cross a Lava Flow and recover all the Power Crystals and Ore from caverns A and B.
2. Return all units from caverns A and B to north side of lava flow.

Bonus

1. Collect Rock Monster artifact in cavern D.

Solution

1. Establish base in cavern marked (Start).
2. Mine all Crystals and Ore from caverns (C).
3. Upgrade Minifigures to Level 2 so that they are capable of using Dynamite.
4. Dig to and then Detonate wall at point (X).
5. As water flows out of area (W) onto lava it should cool to form a temporary rock bridge.
6. Move units over to commence drilling and collecting.
7. The temporary bridge will melt and return to a lava flow leaving minifigures stranded.
8. Develop base to produce a Bulldozer and use it to dam up the wall at point (X).
9. When the water fills the room detonate it to form another bridge.
10. Return all mined Ore and Crystals to the base to complete the quota.
11. Rescue all vehicles and minifigures from caverns A and B.

Tactical

1. When the player discovers cavern A or B enemy creature activity should increase around the base.
2. The player should develop a Large digger to quickly collect the Ore and Crystals in caverns A and B and should move it over the lava the first time a bridge is formed.
3. If the player does not mine the Crystals and Ore in caverns A and B quickly in a high capacity vehicle such as the Large Digger they will have to repeatedly dam and detonate point (X).
4. An expensive solution would be to create a large helicopter thus preventing the need to repeat Solution steps 4 and 8. However the bridge will still have to be formed in order to recover vehicles and minifigures when all Ore and Crystals have been mined.

